AMENDMENTS TO THE CLAIMS

Claim 1 (original): A method of data processing between a plurality of computer game devices connected through a communication network, comprising the steps of:

measuring the delay time between said plurality of respective devices;

acquiring the longest time of said measured delay times;

synchronizing the time that is counted by said plurality of devices; and

processing each data transmitted from each device on the elapse of the longest time of said delay times from the time of transmission of each data in said plurality of devices.

Claim 2 (original): The method of data processing of claim 1,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has elapsed by using the difference of said time of transmission and the time which it has counted itself.

Claim 3 (original): The method of data processing of claim 1, wherein said synchronizing step comprises the steps of:

transmitting from one device of said plurality of devices to another device the count value of said one device and;

stopping count incrementation temporarily in another device so that the difference of its own count value and the received count value becomes the delay time with respect to said one device.

Claim 4 (original): The method of data processing of claim 1, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

Claims 5-9 (canceled)

Claim 7 (original): A computer program product executed by a computer device that is one of computer devices connected through a network each other, comprising the steps of:

measuring delay times of communication to other computer devices;

acquiring the longest time of said delay times measured by the all devices;

synchronizing the time that is counted to each of the times counted by the other devices; and

processing each data transmitted from each of the other devices on the lapse of said longest time from the time of transmission of each data.

Claim 8 (original): The computer program product of claim 7,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has

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elapsed by using the difference of said time of transmission and the time which it has counted itself.

Claim 9 (original): The computer program product of claim 7, wherein said synchronizing step comprises the steps of:

transmitting from one device of said plurality of devices to another device the count value of said one device; and

stopping count incrementation temporarily in another device so that the difference of its own count value and the received count value becomes the delay time with respect to said one device.

Claim 10 (original): The computer program product of claim 7, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

Claims 11-24 (canceled)